AMBUSH ALLEY Quick Reference Sheet

Regulars vs. Insurgents Sequence of Play

1. Choose a Scenario.
2. Draw Fog of War Cards as dictated by the scenario.
3. Draw any Asset Cards designated by the scenario.
4. Set up the table per the scenario.
5. Place insurgent Hot Spots.
6. Set up Regular units on the table per the scenario.
7. Set up Insurgent units on the table according to the scenario.
8. On turns AFTER the first, insurgent Player rolls against insurgent level to determine arrival of new units.
9. Regular Player activates his first unit
10. Insurgent units may interrupt.
11. Repeat steps 9 & 10 until all Regular units have been activated.
12. Once all Regular units have been Activated, the insurgent player may move any insurgent units that haven't Reacted.
13. Repeat steps 8 through 12 until one side has met the Scenario Victory Conditions.

TROOP QUALITY DICE
Elite: d12
Veteran: d10
Trained: d8
Untrained:d6

MORALE RATING DICE
High: d12
Good: d10
Average: d8
Low: d6

THE (Nearly) UNIVERSAL MECHANIC

Roll a 4+

If Opposed, Roll 4+ and Higher than Opponent's Roll

INSURGENT INTERRUPTION TEST

Without Leader: 4+ on Troop Quality Die

With Leader: No Roll Required

REACTION TEST RESULTS

Insurgent Rolls 4+ and Higher than Regular: Interruption is resolved before the Regulars can react.

Otherwise: Regular Player may fire on Insurgents or complete their move before the Interruption is resolved.

MOVEMENT

INFANTRY:

Cautious: 6"
Rapid: 12"

VEHICLES

Patrol: 10"
Cruise: 18"

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OPTIMUM RANGES

Elite (d12) Units have an Optimum range of 12"

Veteran (d10) Units have on Optimum range of 10"

Trained (d8) Units have an Optimum range of 8"

Untrained (d6) Units have an Optimum range of 6"

Support Weapons have twice the unit's regular Optimum Range. vehicle mounted and emplaced Support Weapons always treat their attacks as being within Optimum Range, regardless of the distance fired.

FIREPOWER

The Number of Figures + Special Weapons = Number of Troop Quality Dice in Firepower

+1 die if in Optimum Range

-1 die for each interruption after the first in single Activation

-1 die in defensive fire vs. Close Assault

+1 die if target Unit is Exposed or making a Rapid Move

Firepower may never exceed 10d. All negative penalties are applied to 10d cap, regardless of the number of figures in the unit.

SUPPORT WEAPON DICE

Light: +1 Die
Medium: +2 Dice
Heavy: +3 Dice

UNIT DEFENSE

Defense = Number of Figures in Target Unit + Cover Dice + Armor Dice

-1 die when charging into Close Assault

Defense Cap: No Defense may exceed 10d

COVER DICE

In Cover: +1 Defense Die
Solid Cover: +1 Defense Die
Exposed: +1 Firepower Die for Attacker

ARMOR DICE

Light Body Armor: +1 Troop Quality Die

TARGET ENGAGED BY QUALITY

Untrained: May only engage ONE target
Trained: May engage TWO targets
Veteran: May engage THREE targets
Elite: May engage FOUR targets

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STANDARD FIRST AID TABLE

Roll a d6

1: KIA. The unit gains a Casualty which may count as a victory condition for some scenarios. The figure is removed from play.

2 - 4: WIA. The unit gains a casualty which may count as a victory condition for some scenarios. The figure is removed from play.

5 - 6: The casualty figure's injuries are slight. Casualty returns to action at beginning of next turn.

MEDIC FIRST AID TABLE

Roll a d6

1: KIA. The unit gains a Casualty which may count as a victory condition for some scenarios. The figure is removed from play.

2 - 3: WIA. The unit gains a casualty which may count as a victory condition for some scenarios. The figure is removed from play.

4 - 6: The casualty figure's injuries are slight. Casualty returns to action at beginning of next turn.

INSURGENT MORALE CHECK POINTS

● Each time an insurgent Unit without leader is fired upon

● Each time an insurgent Unit takes a casualty

● Each time an air strike or Regular artillery mission hits within 6"

REGULAR MORALE CHECK POINTS

● Each time a Regular Unit takes casualties

● Each time an IED is detonated within 10"

● Each time fire from their unit injures/ kills a civilian non-combatant

VEHICLE WEAPONS DICE

Class 0 weapons: Infantry Small Arms
Class 1 Weapons: 2 Dice
Class 2 Weapons: 3 Dice
Class 3 Weapons: 4 Dice

VEHICLE DEFENSE DICE

Class 0: 1d6
Class 1: 2d8
Class 2: 3d10
Class 3: 4d12

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VEHICLE RELIABILITY DICE

Class 0: d6
Class 1: d8
Class 2: d10
Class 3: d12

VEHICLE BREAKDOWNS

Roll a d6

1 - 2: Mobility failure
3 - 4: Armament failure
5 - 6: Reliability failure

Who Got Hit!

UNIT SIZE	DIE TYPE	L/S/O	S/O	O
2	D6	1-3	4-6	
3	D6	1-2	3-4	5-6
4	D8	1-2	3-4	5-8
5	D10	1-2	3-4	5-10
6	D6	1	2	3-6
7-8	D8	1	2	3-8
9+	D10	1	2	3-10

L/S/O = LEADER Hit; else SPECIAL WEAPON hit; else any OTHER figure hit

S/O = SPECIAL WEAPON hit; else any OTHER figure hit

O = any OTHER figure hit

(Chart developed by Timothy berry)